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Goosebumps and *99 Fear Street*

R.L. STINE



INDIANA JONES™
and

The Ape Slaves of Howling Island



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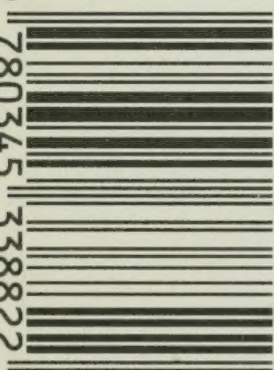
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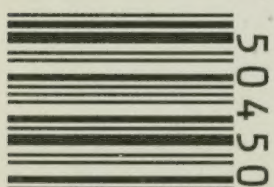
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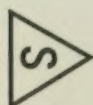


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The sun begins to set as you start your climb up the steep hill, but it still feels hot on your back. You slip in the grass and struggle to regain your footing. You try humming to yourself to drown out the howling, but you can't hear yourself over the insistent sound.

Up ahead, still too far away to see clearly, you see a wall, a long gray wall. The howling, you realize, is definitely coming from the wall. Is it haunted? Is it inhabited by howling creatures?

A few minutes later the high wall comes into focus.

"Oh, my Lord!" you cry out. A cold shudder runs down your body. Your knees feel weak.

The wall is built out of skulls... hundreds and hundreds of them!

**Turn the page to begin
your exciting adventure!**



INDIANA JONES™

and the

APE SLAVES OF HOWLING ISLAND

by R.L. STINE

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ISLAND**

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SILVER TOWER**

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IL: 6 + up**

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INDIANA
JONES™
and the

APE SLAVES OF
HOWLING ISLAND



July 1939

Somewhere in Eastern China

"Indy—they're right behind you!"

You shield your eyes from the blinding sun and try to focus on your cousin Indiana Jones, who is in a bit of a jam. At the moment, he is hanging from a rope that is suspended over a sheer rock canyon. The Yangtze River curves thousands of feet below.

"Thanks for the warning, kid," Indy calls. "What d'ya think I should do—hail a taxi?"

The bright sunlight gives the whole scene an unreal quality. But, unfortunately, it's all too real! Despite the danger, you suddenly find yourself smiling. When your parents sent you to spend the summer with your cousin Indy, this is not exactly what they had in mind!

You try to think of a way you can help him. But what can you do?

The rope sways between the two red cliffs over the canyon. Indy grasps the rope with one hand. The other hand cradles a priceless, ancient vase from the Second Ming Dynasty.

You stand on the edge of one cliff, staring into the sun, staring across the canyon to the other cliff. There, a gang of Chinese bandits, wearing yellow and red masks, carrying long-barreled pistols, curse and shout excitedly as they close in on Indy.

What can you do?

.....
Turn to page 2.

Yelling to Indy and gesturing with their fists, waving their old-fashioned pistols wildly in the air, the bandits stop at the edge of the precipice. They are determined to get that priceless vase away from Indy. But will they risk climbing out onto the rope for it?

Indy is halfway between the two cliffs now. "Hey, kid," he calls to you, his voice a little shaky, "stop sightseeing and toss me your knife!" You suddenly remember that your scout knife is in your backpack.

"Toss it to me," Indy calls, over the angry cries of the bandits. "I'll cut the rope and swing over to you."

You reach for your pack, then get another idea. "No—throw the vase to me!" you shout. "Then you can use *both* hands to pull yourself to this side of the canyon."

"Kid, I'd love to discuss both plans with you," Indy says, nearly losing his one-handed grip on the rope, "but I'm a little hung up right now."

He's right. You've got to act quickly. But which plan will get the vase—and Indy—safely to your side of the cliff? You must decide.

.....
Toss Indy the knife so he can cut the rope?
Turn to page 23.

Get Indy to throw the vase to you so he can use both hands to pull himself across the rope?
Turn to page 36.

"Let's get moving!" Indy cries. He sees the sick look on your face. "Kid—just pretend you're climbing a wall of rocks," he tells you.

"Rocks don't have jaws and eye sockets!" you reply. But you start climbing anyway, grabbing on to the gaping jaws, using the eye sockets for footholds. You look down for a second and see that the apes are standing at the bottom of the wall, watching your climb.

"First one to the top wins a banana!" Indy yells. Billie is a few yards ahead of him. Your hand slips off a skull. You start to fall. You grasp yellow teeth, a wide-open jaw, and hang on for dear life!

Your heart is pounding as you reach the top. You catch your breath and look around. "Amazing!" you say. The wall is several yards thick. "Solid skulls!" you murmur.

"Greetings!" calls a high-pitched voice, and a tall man dressed in a gray suit steps out onto the wall top. You're not really glad to see him, though. He's got a small pistol trained on you.

.....
Turn to page 13.

"Come on! Come on! Come *on*!" Indy yells, pulling back on the controls, trying to talk the plane out of its trouble. You can feel the force of the earth pulling you down, down to certain death.

"Come on! Come on! That's it!"

Miraculously, the little plane straightens out. Up, up, you climb again, tossed from side to side by the raging winds.

Indy breathes a sigh of relief. He looks over at you. You try to smile, but you can't get your face muscles to work.

"Guess I had you a little worried," Indy says, grinning.

"Guess you did," you manage to say.

"Well, here's something else to worry about, kid."

"Great," you mutter, looking out at the storm.

"We're right above Howling Island according to this map," Indy says. "But I can't land this toy plane on the water. It's too rough. We've gotta try and land it—somehow—on land!"

.....
Go on to page 5.

"I've gotta bring 'er down real low, kid, and hope we don't run into a little mountain or a big tree."

"Hope we don't," you agree, a shudder running through your body.

"With any luck, we'll find a nice, flat clearing," Indy says, starting to bring the plane slowly down toward the island.

.....

Luck is the key word here. At best, you have a 50-50 chance of landing safely on Howling Island. Can you do it?

Pick a number between 1 and 100.

If you picked an even number, turn to page

30.

If you picked an odd number, turn to page

39.

The raised bullwhip seems to anger the two attacking creatures. They roar out their displeasure and, side by side, move in to grab Indy.

"They may have the brawn, but I've got the brains—I hope!" Indy yells, glancing quickly at you. He tosses the whip aside.

The apes, confused by this, run for the whip as it hits the ground. Meanwhile, Indy reaches up and grabs hold of a low tree limb.

He pulls himself up, swings a wide arc, and lands both boots into the solar plexus of one of the beasts. It howls in pain and falls backward, unconscious.

"One out of two. Maybe I should quit while I'm—*ooof!*" Indy gasps as the second ape grabs his legs and pulls him from the tree limb....

.....
Turn to page 29.

"Calm down, kid. It's only a macaw," Indy says with a frown.

You walk for nearly an hour, pushing your way through tall bushes, stumbling over upraised tree roots. You still haven't seen the tiniest evidence of another human.

The trees give way to a sandy plain that's dotted with small blue pools of ocean water. "I don't see any excavations here," you say, unable to hide your discouragement.

"Excavations? I'd just like to see a human footprint somewhere," Indy says. He takes off his hat and mops his forehead with a soiled handkerchief. "Think it's hot enough today?"

You continue walking in a straight line. You know that the island isn't very large. You've *got* to come to something before long.

And finally you do. "It's a village!" you cry out, spotting a small cluster of huts.

"Careful," Indy warns. "This may be McCray's headquarters. Let's approach slowly and have a look-see."

.....
Turn to page 24.

Indy decides that a fishing trip might be just what the doctor ordered. You fly to the Philippines in a tiny, single-engine plane, then take a seaplane to one of the beautiful tropical islands known as the Marianas.

Indy is silent and grim the entire way, thinking no doubt of the priceless vase he managed to throw away. But when you step out into golden sunshine and swaying palm trees under a cloudless sky, he begins to brighten.

"Follow me, kid," he says, walking so quickly that you have trouble keeping up. "We'll rent a trawler on the dock up ahead and spend a few days fishing. Hmm, I can taste fresh tuna grilled on an open fire...."

The creaky wooden dock is deserted except for three or four fishing trawlers and a few small speedboats bobbing on the gentle aqua waters.

"Mr. Jones! Mr. Jones!"

Both of you turn as you hear a female voice. A young woman is running toward you. "Mr. Jones! Wait!"

"Here comes trouble," Indy mutters to you. He has no idea how right he is....

.....
Go on to page 9.

"Mr. Jones—I *thought* it was you!"

"How'd you recognize me—by my winning smile?" Indy says sarcastically.

The young woman reddens. She has beautiful, wavy blonde hair and catlike green eyes, and her lips are painted bright red. She keeps looking behind her, as if she thinks she's being followed.

"I—I attended a lecture you gave two years ago," she stammers. "I'm an archaeologist too."

"Small world," Indy says noncommittally. His attention is on the fishing trawlers.

"My name is Billie Simpson," she says, her voice trembling.

"Doesn't ring a bell," Indy says. "Nice running into you, though. The kid and I are on vacation, so—"

"No, you don't understand," she says, grabbing Indy's arm. "I need your help—desperately!"

.....
Turn to page 32.

The fact that you're still alive seems to clear your head. You give Indy a weak smile and pull yourself up. "Where to?" you ask.

"Well, we don't have too many choices," Indy says, strapping a pack over his jacket. He looks out the cockpit window. "The rain has slowed a bit. It's only a downpour now." He gives you a grim smile. "Ready to do a little exploring?"

"Ready as I'll ever be," you say, strapping on your own pack. It weighs a ton. You wish you hadn't packed just about everything you own into it.

You follow Indy down from the small plane and take your first muddy steps on Howling Island. Lightning flashes. In its white light, you see that you have landed in a broad clearing. Beyond lie forestlands which lead up to steep hills.

Another crack of lightning. "Look—up on top of the hill!" you call to Indy over the roar of thunder that follows. You see a tall structure, a house of some sort, in the white glare of the lightning.

"That might be McCray's headquarters," Indy says, grasping your shoulder as the rain comes down harder. Sheets of water pound the marshy ground. "We're good targets for the lightning here," Indy warns. "We'd better get moving."

.....
Go on to page 11.

Slogging through the wet mud, you make your way into the thick underbrush. The storm roars around you as you push through the tall trees. Then the ground slopes upward and you start to climb. Your boots slip and slide in the mud. Despite the shelter of the trees, you are drenched.

“I think we’re a little safer under this hillside,” Indy says, water pouring off his battered hat.

But just as he says it, a blinding flash of light seems to shake the entire earth! You stumble backward and fall. “*Yaaaii!*” you hear yourself scream....

You decide to go along with Billie. The next morning, the sun is still low on the cloudy horizon as you arrive at the dock. A crew of silent fishermen are hauling long black nets onto a trawler. They don't even look up as you pass them on the dock, looking for Billie.

A gull swoops lazily over your head. Its harsh cry of greeting is the only sound you hear except for the water as it slaps against the dock.

"Hey—there's Billie!" you yell. She's struggling with two men in long gray trench coats.

"Hey!" Indy cries. The two of you run toward her. "Hey! What's the big idea?"

.....
Turn to page 41.

The man looks you over with an expression of distaste. He sneers, revealing perfect white teeth beneath his thick, black mustache. He begins to laugh, but cuts it off sharply. "Well, Sis," he says, staring at Billie. "I see you have brought strangers to my kingdom, strangers to profane the sacred wall!"

Billie stares back at him, then spits on the wall in reply.

"*You'll die for that!*" the man screams, losing all control.

"He's crazy," you whisper to Indy. Indy nods in agreement.

"Calm down, McCray," Indy calls softly. The wind picks up. The howls of the skulls pick up with it. "You didn't tell us McCray was your brother," Indy says to Billie.

Billie ignores him. "I brought them here to stop you!" she screams to McCray. You realize that she has also lost all control. Her green eyes flash wildly, and her red mouth twitches. "The treasure is half mine! *Mine!* I refuse to leave it here for you and your precious apes!"

.....
Turn to page 28.

Indy looks around desperately. The apes are beginning to move in on you.

"Wait a minute, McCray," Indy calls. "As a scientist, I'd like to hear more about your deprivation theories."

McCray doesn't reply. He turns his back on you.

Indy takes advantage of this act of rudeness. He leaps at McCray. Sensing Indy's intention, McCray ducks...

...and Indy sails right over his head—and over the side of the steep hill.

You hear Indy scream as he plunges downward.

"Oh, no," you mutter. "No, it can't be...."
Has Indy plunged to his death?

.....
Turn to page 38.

"Don't let her get away!" Indy yells as you run after her. "She has some explaining to do."

You run through the opening in the fence. You see Billie running up the grass-covered hillside. She's running toward the immense wall you had seen from down below.

Turning around, you see that the apes have given up their celebration and are following you. You slip in the wet grass and roll to a stop with a cry of pain. "My ankle!" you yell. It begins to throb with pain.

Indy gives up his pursuit of Billie and hurries back to you. He helps you to your feet. "Can you walk, kid?"

"Do I have a choice?" You grin back at him. You step down on your left foot. The pain is a bit more bearable. "Indy, look—the apes are catching up to Billie!"

You watch as Billie reaches the high wall. The apes are screeching menacingly as they close in on her. Billie begins to climb the wall, scrambling desperately to get away from her giant pursuers.

You hobble behind Indy as he runs to rescue Billie. Can he get to her in time?

.....
Turn to page 37.



Indy dives off the dock and lands on his hands and knees in the back of the motorboat. The boat dips in the water and tilts just as you make your jump. You land in the water.

Strong hands, Indy's hands, pull you aboard.

One of the men in trench coats has a pistol. He raises it as Indy spins around and dives at his knees. The man topples backward and his pistol sails into the sea.

The other man turns from the wheel of the boat. He's holding on to Billie with one hand and trying to steer the overloaded craft with the other.

You leap onto his back. As he tries to get out from under you, Billie pulls away from him.

Indy and the other man are wrestling in the back. Billie joins Indy, and the two of them push Indy's foe over the side.

You slide off your opponent's back as Indy moves forward and lands a punch on his jaw that sends him sprawling to the floor of the boat. He looks up and mutters, "Okay, okay." Then he points at Billie. "McCray won't like this," he says menacingly. Then he jumps overboard. You watch as the two men swim to shore.

Indy checks to make sure you're okay. Then he turns to Billie. "Were they trying to take you to McCray—or keep you away?" he asks suspiciously.

She shrugs her shoulders and looks away, and you wonder what's going on....

.....
Turn to page 27.

"Look at this!" Indy says, pulling away another canvas tarp. "Do you have any idea what the Egyptian government would pay to know the whereabouts of this statue?"

"Well..." You're exhausted, wet, and hungry. You're really not in the mood for an art appreciation course.

"Look at this one," Indy says. "It's Olmec! Twelfth century if it's a day! McCray'll collect anything, I guess. He doesn't seem to specialize in—"

Indy stops in mid-sentence. You realize he is looking *behind* you.

You hear thudding footsteps on the hard ground. They sound like an animal's footsteps. They sound like *more than one* animal's footsteps!

Slowly, your stomach tightening with dread, you turn around—

—and two gigantic, snarling apes leap into the room!

.....
Turn to page 106.

"Head left!" Indy yells back to you. "There's a light of some sort just beyond this short tunnel. Maybe it's a way outta here!"

You look back over your shoulder to see if the two apes are following. Yes! The two gigantic, lumbering shapes are bounding after you at top speed down the narrow tunnel.

You follow Indy into the short tunnel to the left. You slip on a wet spot of mud and fall face down in a giant puddle of cold rainwater.

"Hurry, kid—into the room up ahead!" Indy yells. He doesn't see that you've fallen. You pull yourself up to your knees. Your face is splattered with mud. Quickly, you wipe it from your eyes. You climb to your feet, slipping again.

The apes are only a few yards behind you now, growling, reaching out with their massive, hairy arms.

Somehow you pull yourself to your feet. Somehow you manage to get moving again. An ape roars out in disapproval. You can feel its hot breath on the back of your neck.

With a desperate burst of speed, you follow Indy into the lighted room....

.....
Turn to page 81.

The raised whip seems to anger the two giant creatures. Roaring their displeasure, they dive at Indy. One snatches the bullwhip and tears it in two as if it were a piece of string. The other grabs Indy and begins to squeeze...

Indy's luck, it appears, has run out.

And that means yours has too!

Better close the book now—before your howls join those of Howling Island!

THE END

"Dinnertime!" you yell. You toss out a handful of beef sticks. They hit the floor. Will the apes stop to pick them up?

Yes.

They bend down and pick up the beef sticks delicately between long, furry fingers. They raise the meat to their nostrils and sniff.

Then they toss the beef sticks down to the ground in disgust.

Uh-oh! They're not interested....

.....
Turn to page 34.

"I knew I shouldn't have trusted you," Billie hisses, her face twisted in anger. "You came to get the treasure for yourself! Well, your scheme didn't work, Jones."

Indy shakes his head and begins to laugh. "There *is* no treasure, Billie. No treasure at all. Your brother made it all up."

"Stop laughing!" Billie screams, pointing a small, snub-nosed pistol at Indy. "You're a liar! A liar!"

Suddenly Indy crouches down again and begins to hop around like an ape, chattering and scratching.

"What on earth!" Billie cries.

You take advantage of her astonishment. You reach over—and grab the pistol from her hand! She swipes at it, trying to get it back, but you toss it to Indy, who climbs back to his feet.

"Good goin', kid. This ape act really does wonders, doesn't it?"

"Where's my brother? Where's the treasure?" Billie shouts.

"It's a long story, Billie," Indy says sympathetically. "A long, sad story for *you*. Let's head for the seaplane. I'll tell it all to you in gory detail. But first I want to get off this dreaded island!"

.....
Turn to page 101.

Cradling the beautiful blue and red vase under his arm, Indy holds up his hand to catch your scout knife. Your hand shakes as you begin to throw it to him. This has to be the most accurate pitch of your life....

You throw it a little high—but Indy reaches up and catches it. "Strike one!" he yells, and begins slashing away at the rope.

"Indy, wait! Wait!" you yell. But he cannot hear you over the excited shouts of the bandits on the other side of the cliff.

He's cutting the wrong side of the rope!

"Indy—stop! Stop!"

He doesn't hear you. The rope twangs as he cuts through it. You watch helplessly as he swings over to the other side of the canyon. Two bandits reach out and grab him. The other bandits tear off their masks and cry out triumphantly.

They pull the vase away from Indy. Then they drag him away as they run off to deliver the vase to their leader.

You stand and stare at the empty cliffside. Only a steady rush of wind covers the silence, the lonely silence. Your backpack feels heavier as you strap it back on. You've got a long, lonely walk home.

Now, which direction is the United States from here??

THE END

You creep close to the huts, but you soon realize there is no need to creep. It is only a small village of Oriental fishermen. You hear crying babies inside one of the huts. Beyond the farthest hut, a woman fries a large fish over a fire.

"Hello!" Indy calls out to an old fisherman wearing only torn brown shorts. The fisherman's skin, parched and wrinkled from a lifetime under the sun, is as brown as his clothing.

"Hello!" the fisherman calls back, his face filled with surprise at seeing visitors. "Are you lost?" he asks in perfect English.

"I don't know," Indy says, stepping up to him. "We came to Howling Island to find a man named—"

"This is Ho Ling Island," the fisherman says. "Is that what you said? There are only fishermen on this island."

"Ho Ling Island?" you cry, your voice higher than you've ever heard it. "You mean...?"

"Yeah," Indy says quietly, turning you around by the shoulders, heading you back to the forest, back for the long trek to the boat where the bloated captain who brought you to the *wrong island* is still snoring!

THE END

A drumbeat of thunder brings you back to your senses.

"That was a close one," Indy says, whistling. "That lightning bolt couldn't have been more than a few yards away."

"Look out!" you scream.

A second lightning bolt hits the tree beside you with a loud crackle that sounds like a whole pot of popcorn exploding at once. You hear a ripping sound. The lightning has split the tree in two!

You tumble out of the way as the tree splits and falls in two directions. The ground is so soft from the rain, the tree barely makes a sound as it hits.

"Another close one," Indy mutters, picking up his drenched hat from the mud. "I'm getting tired of saying that. Ever get the feeling we're not welcome here, kid?"

But you're not listening to Indy. Behind the split tree, you see something. "Indy... a door..."

It takes him a while to see it through the sheets of rain. "You've got good eyes, kid. Keep it up. I might have to admit that I'm glad you came along."

It's the nicest thing Indy has said to you the whole trip! The two of you slog your way up to the doorway....

.....
Go on to page 26.

The wide wooden door isn't locked, but its metal latch is badly warped. Indy struggles to pull it back. "Help me, kid. Maybe we can both get it to slide."

Pulling with all your strength, you finally manage to pull back the latch. Indy pries open the heavy door and you step inside.

"Wow," Indy says quietly as you step into a low, dimly lit room. "Someone worked mighty hard to build this little hideaway. Someone with something to hide, I'll bet."

The room flickers and dims. You realize that it is lit by wall torches. You each reach up and take down a torch. You see that the room has been carved right out of the hillside. You hear the drip, drip, drip of rainwater seeping down from the ceiling and hitting the concrete floor.

In the flickering torchlight, you see two doorways at the far end of the room. Moving toward one of them, you see a long corridor that appears to stretch deeper into the hillside.

Which doorway will you take—the one on the left? Or the one on the right?

.....
Left? Turn to page 40.

Right? Turn to page 60.

You have just about dried off as the low hills of Howling Island come into view. The sun is shining brightly now, and you can see the island clearly as the small boat carries you to shore. Beyond the pink sand of the beach is a line of trees; beyond that, low, green hills that give way to steeper, taller hills.

"Bring the boat into that cove to the left," Billie instructs Indy. She seems to grow more nervous the closer you get to shore. "Careful of the rocks!"

"Thanks for the advice," Indy mutters. "Very helpful." He turns to you. "What's that you're eating, kid?"

"Dried beef stick," you tell him. "Great emergency food. I've got more in my backpack. Want some?"

"I'm not that hungry," says Indy with a grimace.

"There's a clump of trees around the bend," Billie interrupts. "You can hide the boat there."

"Aye-aye," Indy says with a salute.

He guides the boat under the trees, and the three of you climb out onto the pink sand.

"Now where do we go?" asks Indy.

"Ssshhh," you say. "Indy—listen. Do you hear what I hear?"

You all stop. Down from the hills comes an eerie, constant howl. A howl of sad spirits. A howl of...horror!

.....
Turn to page 52.

"Apes are *better* than people!" McCray screams, waving his pistol wildly in the air. For a second, it seems as if he is about to topple off the wall. But he quickly regains his balance.

You look down. Hundreds of giant apes stand silently at the foot of the wall, looking up at you.

"Then stay with them—I don't care!" Billie cries angrily. "Just give me my share of the treasure!"

"But, Sis—I've told you a million times," says McCray. "There *is* no treasure!"

"Liar! Liar! Liar!"

Billie leaps onto her brother, knocking him down. The two of them begin to wrestle, almost toppling together off the slippery wall.

"Liar! Liar! Liar!" Billie screams again and again.

McCray raises his pistol. But she pushes it out of his hand.

It falls to the ground. Then you see that the hundreds of apes below are no longer standing silently and watching. They are chattering excitedly, jumping about, screeching, rolling, jumping.

The fight between McCray and his sister has thrown the apes into a panic. "Oh, no!" you cry as the excited apes rush into the wall. "Indy! Help! The apes—they've—*the wall is falling!!*"

.....
Turn to page 67.

The heavy-breathing creature tries to tear Indy's legs apart as if he were pulling apart a wishbone on a chicken. But Indy plows both fists into the animal's belly.

Momentarily stunned, the ape drops Indy. Indy scampers away and retrieves his bullwhip. But before he can get up, the ape recovers—and pounces.

The ape hits the dirt with a thunderous thud as Indy just barely rolls out of the way. Indy is on his feet first. The whip whistles and snaps the air. Again. Again.

The beast cries out in pain, covering its face with its massive hairy arm. Again, again, Indy's whip hits the creature's flesh—until the beast succumbs and drops to the ground beside its partner.

"Not a bad day's work," Indy says, sweat pouring down his forehead. He grins at you, a grin of triumph, a grin to reassure you that everything is going to be okay.

But it isn't.

The grin drops from Indy's face as he sees what you and Billie already see.

You are surrounded by giant apes. Dozens of them.

.....
Turn to page 56.

"We're goin' down, kid!" Indy yells.

You can barely hear him over the steady pounding of rain against your small craft.

You close your eyes.

You see your family, your house, your friends back home.

You are jolted forward, then back. You crack your head again on the side of the cockpit. The plane seems to lurch forward—

—and then stop.

Silence.

More silence.

You open your eyes.

"Hey—we're *alive*!" you cry happily.

Turn to page 114.



Indy relents and agrees to listen to Billie's story. She leads you away from the quiet docks, down a narrow, unpaved street of one-story houses and shops. At the end of the street, you follow her into a dark café. It smells of rum and fried fish and is deserted except for two men who are drinking silently at the bar.

Indy orders a tuna fish sandwich. "Just can't get tuna off my mind," he says. You order the same thing. Billie, her hands trembling, just orders tea.

"You certainly are nervous," Indy says.

"I have reason to be," Billie says, looking down at the dust-covered floor. She begins her story:

"I've been working down here for several months. I was the leader of an archaeological expedition—"

"From what college?" Indy interrupts.

The question seems to throw her. "Uh—it was independently funded," she manages to answer. "We were digging up Malaysian artifacts, some truly fabulous pieces. We were on an island near here known as Howling Island."

"That's an unpleasant name," you say.

"It became an unpleasant island," she replies, frowning.

.....
Go on to page 33.

Billie's story is interrupted when the waiter brings the food. Indy takes a bite of his sandwich and makes a face. "I don't believe it. The tuna is *canned!*"

You don't care. You bite into your sandwich hungrily. You realize you haven't eaten in hours!

Billie blows on her tea, her bright red lips forming a small O. Then she continues her story:

"The dig was going well. We began to find some valuable gold coins. It appeared that there might be a fortune on Howling Island." She hands a gold coin to Indy, who slowly puts down his sandwich and examines the coin.

"Nice," is his only comment as he returns the coin to her.

"The next part of this story *isn't* nice," Billie says. Her hand shakes so much, she spills some of her tea. "We were raided and attacked! It was dreadful. We were attacked by another scientist. He had hired thugs. They—they—" She seems as if she can't continue. But she forces herself. "They beat up some of my workers. They threatened to kill us all!"

.....
Turn to page 63.

The moment the apes paused to examine the beef sticks gave you a chance to come up with another idea. You pull your Brownie camera out of your pack. Your hand shaking, you pop in a flashbulb.

The apes are lumbering toward you.

You flash the flashbulb in their eyes.

It seems to stun them. They utter short, high-pitched cries of pain.

As you frantically reach in your pack for another flashbulb, you see Indy raise his head from the floor. "What...what's going on?" he calls, still dazed.

You pop another flashbulb into the camera and explode it as quickly as you can.

Again the apes cry out in pain. They take a step backward. They rub their eyes.

You pop in another flashbulb and flash it.

"Well, well," calls a strange voice in the doorway. "I wasn't expecting tourists carrying cameras! This is a little off the beaten path, after all...."

"McCray!" Indy cries, struggling to clear his throbbing head.

.....
Go on to page 35.

McCray steps into the room with a shiny black pistol in his hand. He is a tall, dark man with black hair and a closely trimmed mustache. He wears a stylish gray suit, which strikes you as out of place on this remote island. His eyes are like black marbles. He never blinks.

"McCray! So you're behind this after all!" Indy says, trying to sit up, but failing.

"Jones—how *lovely* to see you again," McCray says with mock sincerity. He smiles. "Did my sister send you here looking for buried treasure? Ha ha! Poor Billie. The poor child has so many misconceptions!" He laughs again.

You realize that Billie *wasn't* telling you and Indy the truth. She left out a very important detail—that McCray was her brother!

As McCray stares at Indy, who is still crouching on the floor, you secretively pop another flashbulb into your camera. You catch Indy's eye. He sees what you're doing.

If you pop the flashbulb, will it throw McCray off balance and give Indy a chance to grab the pistol away from him? Or is that idea too risky? Should you wait for a better moment to try to defeat McCray? Decide quickly!

.....
Pop the flashbulb? Turn to page 58.

Wait for a better opportunity? Turn to page 47.

Indy struggles to get into position to throw the vase to you. His hand slips on the rope. The bandits gasp as he grabs it and holds on.

"Kid, you got your catcher's mitt in that pack?" he calls.

It's just about the only thing you *didn't* bring. You steady your footing on the rocky cliff edge and hold up your hands. "Don't fumble it. Don't fumble it," you repeat to yourself again and again.

Indy throws the vase...

.....
Turn to page 49.

As you get closer to the wall, it comes into clear focus. You cry out as its grotesque secret is revealed to you. The wall is constructed entirely of skulls! It appears to be a nightmare creation from a horror movie—but it is real! The wall is solid and seems to stretch on for a mile. And Billie is attempting to climb up the hideous skulls to escape the screeching apes.

The howling! You realize at once what causes the eerie sound you've been hearing since you arrived. It is the wind rushing through the openings in the skulls.

You get to the wall just as the apes are about to grasp Billie. Indy pulls the bullwhip from his shoulder. "Here goes nothing," he says, and heaves the whip up around a high tree limb.

Then he picks you up under one arm, and swings onto the wall.

Reaching as far down as he can, he grabs Billie's hands—and pulls her up beside you. "Welcome to the party," Indy says grimly. "Now, what do we do about those uninvited guests?"

.....
Turn to page 51.

But you don't have time to learn Indy's fate. McCray shouts an order, and the apes carry you and Billie to their village. You see rows of low huts along a dirt road. There seem to be apes living in the huts. You see apes tending small vegetable gardens and cleaning debris off the road. At the end of the road stands a two-story stucco structure. The apes carry you inside and set you down in a large room.

"This is the house he built, the house he shares with these beasts," Billie whispers to you.

"*Silence!*" McCray cries. He is already seated at the front of the room. "The trial will commence."

You see that the room has filled with apes, who sit on the chairs and on the floor, looking intently at McCray. At a signal from McCray, one of the apes steps to the front of the room and begins chattering to his comrades.

"Whatever happened to a jury of one's peers?" you ask.

Billie lowers her head and closes her eyes.

Needless to say, the trial is a brief one. A few minutes later, the humanlike apes stand up in silence and file out of the room.

McCray's eyes are wild. He has a crooked smile on his face. "For violating sacred ground, for trespassing, for insulting the apes by your presence," he tells you, "you have been sentenced to die. You will be taken to the top of the sacred wall and pushed to your death!"

.....
Turn to page 50.

"We're goin' down, kid!" Indy yells, staring out of the cockpit window into the swirling blackness.

You close your eyes. You grit your teeth. You feel the plane descending rapidly. You try to think of other things, to take your mind off where you are, but it's no use.

You feel a hard bump. You are tossed forward hard—against the side of the plane. You try to focus your eyes, try to see Indy. But everything is a quivering blur.

You shake your head, trying to shake away the pain, trying to clear your eyes.

"Guess what, kid?" Indy's voice sounds a hundred miles away.

"What?"

"We're down. We made it!"

.....
Turn to page 10.

"Let's start with the one on the left," Indy says, looking behind you suddenly. There is nothing there but your long black shadows riding the wall.

You move through the opening on the left and find yourselves in a low, winding corridor. The only sounds are your footsteps and the drip, drip of rainwater that has found its way through the ceiling.

The corridor narrows and becomes an even lower tunnel. You find yourselves on your hands and knees, crawling across the damp tunnel floor.

"Someone is hiding something here," Indy says quietly. "It took a lot of work to build this tunnel."

Suddenly the tunnel widens. You climb to your feet and walk into a large room. It appears to be a storeroom of some sort. Large canvas tarps have been carefully placed over... *something*.

"Well, now it's starting to get interesting," Indy says, moving quickly toward the nearest tarp. He reaches out with his free hand and pulls the tarp away with a sudden jerk.

"I don't believe this!" Indy cries.

.....
Turn to page 42.

"Stop!" Billie screams.

She pulls away from the two men, but they grab her again and pull her into a small speedboat.

"Wait!" Indy yells.

The two men stare at Indy for a second, then start up the speedboat motor. *"Stop them!"* Billie screams again.

You realize you have only seconds to act. You and Indy see another speedboat docked beside the one Billie has been dragged into.

You have to make a fast decision: Should you jump into the speedboat carrying Billie and try to rescue her? Or should you jump into the other speedboat and follow them?

Decide quickly. Billie's speedboat is about to roar away!

.....
Jump into Billie's speedboat? Turn to page 69.

Jump into the speedboat next to Billie's? Turn to page 85.

Staring in the dim light, you see that Indy has unveiled an old marble statue of a woman carrying a basket of fruit.

He quickly pulls off another tarp, then another.

"Incredible!" he cries.

You see another statuette, two large vases, and many other pieces of sculpture and pottery. All of it is cracked and looks very old.

"These pieces are priceless," Indy tells you. "What a collection—and all of it stolen!"

"Stolen statues?" you ask. "Stolen pottery?"

"I recognize that one from the National Museum," Indy says. "It was taken nearly a year ago. There's only one thing that can be going on here, kid. A very big art smuggling operation!"

"Is that why McCray wanted Billie and her people off the island?" you ask.

Indy still doesn't hear you. He's too busy uncovering more art treasures, shaking his head in total disbelief.

.....
Turn to page 18.



You call out, but your voice is weak from surprise and fear. Indy is already out the door. He doesn't hear you.

You try to pull out of the creature's grasp. And you do!

The ape only had hold of your backpack.

The straps rip—and you are running free!

You run out the narrow exit and keep going, following Indy through a narrow, winding tunnel. He turns around as you run. "Touchdown!" he yells.

The apes don't seem to be following you. Or are they?

Up ahead the tunnel seems to branch in two directions. The tunnel to the left is short. You see a doorway at the end of it which leads into a lighted room. The tunnel to the right seems to be longer. It is pitch black inside.

Which tunnel will you enter?

.....
The tunnel on the left? Turn to page 19.

The tunnel on the right? Turn to page 57.

Your mind explodes with all sorts of unconnected images. You see your house, your school, a peanut butter sandwich.... You realize it is fear that is crowding these pictures into your mind. This may be the most terrifying moment of your life.

You shake your head, trying to clear it. The apes seem to be taking their time coming toward you. They obviously don't consider you a worthy opponent.

Well, maybe you can fool them. Maybe you can find a way to defeat these gigantic, lumbering foes and save the still unconscious Indy.

Your backpack!

You swing it around and begin to paw desperately inside it. Maybe there's something you've packed, something that will distract them, that will buy the big monkeys off.

Your shaking hand falls upon a bunch of dried beef sticks. Will the apes find them interesting? You also see several candy bars in bright red and blue wrappers. How about those? Who can resist a candy bar?

You've got to decide which to throw to the advancing beasts—the beef sticks or the candy bars. Maybe one of them will save your life!

.....
The beef sticks? Turn to page 21.

The candy bars? Turn to page 88.

The apes that escorted you up the hill have gone into action and are running to attack. Indy grabs at his whip, but an ape pulls it from his hand.

An ape grabs you around the waist, its hot breath burning your neck.

You turn and see that Indy is also in the grasp of a giant ape.

"Finish them," McCray says softly through his perfect teeth.

The apes move quickly to carry out McCray's order.

Too bad. They are about to squeeze every bit of drama they can from this scene.

There is only one way to escape from this tight situation.

That's right—close the book. Perhaps *you* will be the one to squeeze out a victory the *next* time you pay a visit to Howling Island!

THE END

"But don't blame Billie for the predicament you find yourself in," McCray says to Indy.

You realize that Indy is still groggy from his fall. Any attempt to defeat McCray will have to wait.

"Billie doesn't know about my little...uh...art collection," McCray continues. "She only knows about my experiments in civilizing our hairy friends here." He gestures to the apes, who bow their heads as if they know they're being discussed.

"Billie thinks I have some sort of treasure from a Spanish galleon," McCray continues, staring triumphantly at Indy. "Of course, I made up that little story. It wouldn't do for her to know the truth...*would* it! Ha ha ha!"

"But *we* know the truth now, McCray," Indy says.

"More's the pity," McCray says, lowering the pistol. "Now that you've seen my art collection, you'll both have to die."

.....
Turn to page 100.

"Throw him in the pit! The pit!" McCray screams to his ape slaves.

But the apes stand and stare at Indy's ape gyrations and listen intently to his apelike muttering.

Your captor grunts and places you gently back on the floor. Then the two apes nod to Indy and—to your astonishment—take off after McCray!

"What have you done? What are you doing?!"

McCray quickly stops his ranting and starts running. He tries to get out the door, but one of the apes blocks his path. The apes snarl and spit as they pursue their master.

McCray ducks under the grasp of the other one and runs past Indy. He slips, stumbles—he can't stop himself. He tumbles into the pit.

"AAAAAAIIIIIIiiiiii!" You hear his scream of horror grow fainter and fainter as he disappears into the depths of the ancient torture device.

"I think McCray's voice is getting lower," Indy says with a little smile. But he quickly changes moods. "I shouldn't make jokes," he says. "At one time that poor man was a great scientist."

The apes, meanwhile, stand staring at Indy. Indy grunts a few ape sounds and they nod and run quickly from the room.

.....
Turn to page 97.

The ancient red and blue vase soars toward you... then drops.

Indy didn't throw it hard enough.

Some of the bandits cry out, as if in pain. You swallow hard and watch as the vase hurtles to the canyon floor, growing smaller and smaller, until it crashes against the red rocks below.

The sound of the vase shattering echoes again and again through the canyon. You look over to see the bandits tearing off their masks, shaking their heads in disgust. They wave their pistols angrily and fire a few shots into the air. Then they turn and, muttering and cursing, walk away.

Indy groans as he slowly pulls himself, hand over hand, to your side of the canyon. He sighs as he stands up on solid ground. His face is bathed in sweat. He puts a hand on your shoulder and leans on you.

"Kid," he says wearily, his voice a whisper, "I think we need a vacation...."

.....
Turn to page 8.

The wall is much taller than you imagined. At least, it seems a lot taller while you're being forced to climb it! Your boots keep getting caught in open jaws and in eye sockets. Your stomach churns as you grab hold of the howling skulls. The climb seems to take forever.

Two giant apes follow you and Billie to the top. You guess that they will be your executioners. You call out to Billie to see how she is doing, but her anger has turned her to silence. She stares straight up as she is forced to climb, a sneer of bitterness and betrayal on her red lips.

Now you are standing atop the immense, hideous wall. It is thicker than you imagined, thick enough to park a car on...thick enough for someone to stand behind you—and push.

Below, the entire population of apes has gathered with McCray. One of the two apes balanced beside you on the wall seems to stare sympathetically into your eyes. But you realize that the creature is just waiting, waiting for McCray's signal to push you to your death.

Your thoughts turn to Indy. Did he survive *his* fall? Is he planning a last-minute rescue of you and Billie? If so, he'd better hurry!

.....
Turn to page 62.

But the apes do not come after you. To your amazement, they back away from the wall of skulls in silence. Then they bow down to the ground and remain there.

"This wall must be sacred to them, seeing how it's made of the skulls of their ancestors," Indy says. "I guess no one's made it to the top before. Too bad we don't have a camera."

"I think we do," you reply. You reach into your bulging backpack and pull out your trusty box camera.

A few minutes later you are walking past the apes, who haven't moved from their worshipful positions on the grass. Now your camera is filled with incredible pictures. They'll astonish your relatives, amaze your friends. As for you—you know you won't need pictures to remember *this* vacation!

THE END

"That's why they call it Howling Island," Billie says impatiently.

"Quite a greeting," Indy says, grinning for some reason.

"You get used to it after a while," Billie says.

"I don't think I could get used to a sound like *that!*" you exclaim, throwing away the rest of your beef stick.

"Let's get going," Indy says sharply. "Billie, let's have a look at your excavation site." He says it almost as if daring her to prove her story.

Billie hesitates. "That would be a waste of time," she says, still looking toward the howling hills. "There's no one there now. We've got to track down McCray."

"I'd still like to see your excavation," Indy insists.

"And I'd like to see my brother—alive!" she snaps, her green eyes suddenly glowing with anger.

You must decide where to begin your hunt. Will you insist on starting out at the site of Billie's excavation? Or will you first try to track down McCray?

.....
Billie's excavation? Turn to page 91.

Track down McCray instead? Turn to page 113.

"McCray is a lot more likely to be at home," Indy decides. "Let's go there first. I want to get off this island as fast as possible."

You agree. The eerie howling sound is driving you crazy!

Billie leads you around to the back of the steep hill, and you begin to climb. The hill blocks the sun, casting this side in shade, and the swirling wind carries a chill. You shudder and climb faster.

Soon, a two-story stucco structure, surrounded by a high white fence, comes into view near the top of the hill. "We'll sneak in through the back," Billie says. "There's a courtyard there where we won't be detected."

"How do you know that?" Indy asks.

But she has moved ahead and doesn't hear the question.

A few minutes later Indy pries apart some of the fence ties, and the three of you silently enter a large courtyard behind the white house. Keeping in the shadows, you make your way toward the house.

Beyond the house, you see two rows of low huts, built of dried grass. What are those large creatures coming out of one of the huts?

.....
Go on to page 54.

They are apes. But these apes are not the normal size. They are at least eight feet tall!

You realize that the entire courtyard is filled with apes who are quietly performing different tasks. One ape carries a food tray toward the white house. Several apes are working very carefully in a large flower garden. Two other apes are working on some broken boards at the other end of the fence. You hear quiet grunting and chattering as the giant, fur-covered creatures do their humanlike work.

"I really don't believe this," Indy mutters.

"Don't believe what?" asks a strange male voice. From out of the shadows steps a tall man in a gray suit. He's leading two Doberman pinschers on leashes.

Suddenly Billie rushes over to him. "Wait, Billie—" Indy starts to call.

But Billie spins around and pulls a pistol on you and Indy!

"Welcome back, Sis," the man in the gray suit says with a smile. "Thanks for bringing the visitors. Ha ha!"

You've been tricked!

.....
Turn to page 70.



The apes form a circle around you, Indy, and Billie. Then they begin to move quickly through the forest. You are trapped in a snarling, grunting wall—a living prison.

"They seem so human," you say to Indy. An ape shoves you, trying to get you to move faster.

"Yeah. More human than some archaeologists I've known," Indy mutters. "But what are apes doing on this island anyway? Who brought them here? And why?"

"Why don't you ask them?" Billie says sarcastically. "They're probably going to eat us for dinner—and you're asking questions about where they came from!"

"I'm a scientist, remember?" Indy snaps back.

"A lot of good that'll do you when you're hard-boiled!" Billie cries.

"Hey—we're out of the forest," you say as you stumble onto soft, wet ground. You're on a wide, grassy plain that slopes upward. You struggle to catch your breath as your giant captors force you up a steep hill.

The howling grows louder and louder. It sounds like the demented wailing of hundreds of crazed people.

The apes stop at the top of the hill.

"*Oh, my lord!*" you cry out. There before you stands an immense wall as high as a four-story building. The wall is built completely of skulls!

.....

Turn to page 73.

"Head right," Indy calls. "We'll lose 'em in the darkness!"

Lose 'em?

Now you hear them—the footsteps of the apes behind you, running at top speed toward you in the tunnel. You couldn't hear them before because of your own loud footsteps on the hard ground floor—and because of the thunderous beating of your heart!

But the two apes are right behind you as you follow Indy into the dark tunnel.

And quickly stop.

Because the tunnel is *not* long, as you thought. In fact, it is quite short. In fact, you have reached a dead end!

Dead end is exactly the right phrase here, sorry to say. The apes are already celebrating their victory. When they stop celebrating, this adventure will come to a dead end too!

THE END

You pop the flashbulb.

Indy struggles to his feet. He lurches toward McCray. But Indy is still too dizzy from his fall. He collapses to the floor, holding his head.

You have acted too quickly. Indy was not ready.

You look away from him because you see a blur of black and brown moving toward you. The apes leap at you angrily, roaring their disapproval. One of the apes smashes the camera out of your hand. The other grabs you around the waist and begins to squeeze.

"Stop! Stop! This is unnecessary!" McCray cries in a high-pitched whine.

But the apes ignore him. Perhaps they do not know the word "unnecessary." Unfortunately, you will not have the chance to give them a vocabulary lesson. This adventure has come to its final easy-to-understand words, which are...

THE END

"Apes!" Indy cries, his precious hat flying off his head as he sees them. "Giant apes!"

You look around desperately, but there is no place to run. The howling, carried by the swirling winds, roars in your head. You wish it would stop, but it only gets louder.

The apes, still snarling, move in. Billie's face turns ash white. She backs up, into a tree. You pull off your backpack and begin to search for your scout knife. But you can't find it in all of the junk you've packed!

Indy quickly pulls the bullwhip off his shoulder and moves forward to face these two fur-covered foes.

The giant apes' eyes light up like four dark rubies. They seem eager to fight. They pound their chests and cry out, their beastly cries momentarily drowning out the howling on the wind.

Indy raises his bullwhip and prepares to face them.

Indy has great fighting skills, but he will also need more than his share of luck to defeat these apes. Will he get that luck?

.....
Flip a coin twice. If it comes up the same both times (two heads or two tails), turn to page 6.

If it doesn't come up the same both times, turn to page 20.

Indy snaps the big bullwhip at the attacking dogs. They yelp and stop in their tracks, then lower their heads and begin to utter a low wail. The wail grows louder and louder until it drowns out the howling of the wall of skulls.

Again Indy snaps the whip. Still wailing, the dogs sit back on their haunches—and then leap forward.

Indy is ready. He ducks low as the first dog sails toward him, grabs the dog's haunches, and heaves! The dog flies over the side of the hill, still uttering that terrifying wail. You hear it hit the ground hard with a loud gasp. Then the wail stops.

"Nice doggie, nice doggie," Indy calls to the remaining pinscher. But his kind words have no effect. The dog leaps at Indy, knocking him to the ground. They begin to wrestle in the tall grass as McCray wildly screams encouragement to his animal.

But a few seconds later Indy has put a stranglehold on the flailing dog. The animal goes limp and slumps to the grass.

Trying to catch his breath, Indy smiles up at you. "Remind me to teach you that trick, kid," he says. "It might come in handy when you're housebreaking your dog back home."

You start laughing—but stop immediately. You see that Indy will not have long to celebrate his victory....

.....
Turn to page 46.

McCray waves his arms. Suddenly you feel very dizzy. The two apes move forward grimly, their heads lowered to their task. You close your eyes.

A rustling in the trees above your head makes you open your eyes. "*Indy!*" you cry.

"Me Tarzan!" Indy yells. He swings down from a high tree branch, a giant bunch of bananas in his arms.

Indy begins to toss bananas to the apes below. He tosses some to your executioners, who grab them up in surprise. "Watch carefully, kid," Indy says, landing beside you on the wall. "You won't see a scene like this in any movie!"

The apes below scramble for the bananas, keening in anticipation. Indy tosses the fruit until his arms are empty, and the chatter of the excited apes drowns out the howls of the wall.

Soon the apes are feasting, celebrating, actually dancing for joy. They gobble up the bananas in minutes. Then they turn on the man who kept their favorite food from them.

"*Help! Help me!*" you hear McCray cry. But there is nothing anyone can do. The apes are carrying him away into the forest.

"Let's get moving," Indy says, starting to climb down the back of the wall. You look for Billie, but she has disappeared. Breathing a sigh of relief that you are still alive, you begin to follow Indy down the wall.

.....
Turn to page 64.

"Incredible story," Indy mutters, shaking his head. "How did you escape?"

"I turned and ran," Billie answers. "I just ran. I found a small speedboat on the shore. I jumped in and somehow got it going and made it to safety. It was such a nightmare!"

"Did you recognize the scientist who attacked your party?" Indy asks.

"Yes," Billie replies, her green eyes burning. "It was Dr. Foster McCray."

"McCray!" Indy nearly falls off his chair. "He led the Chichicastenango expedition a few years ago and then disappeared with some of the artifacts. There was a scandal, and no one's found him since." Indy scratches his head. "McCray was ambitious and even unethical. But I don't think he was the kind of man who'd ever threaten murder."

"I believe it. I *saw* it," Billie says quietly. "For some reason he wanted us off that island—badly enough to have us killed."

Indy just stares at her, frowning skeptically.

"You've got to help me, Mr. Jones," Billie pleads. "I've got to go back to Howling Island. Please help me get there."

"Why?" Indy says suspiciously. "Why go back where you're not wanted?"

Billie grabs Indy's arm. "Because my brother is still on that island!"

.....
Turn to page 79.

You are so happy to get down, you feel like kissing the ground. But Indy pulls you toward the apes' village.

"Might as well check out McCray's house," he says as you reach the deserted town. In the distance, you can still hear the excited chatter of the celebrating apes. "Maybe there really is treasure hidden there."

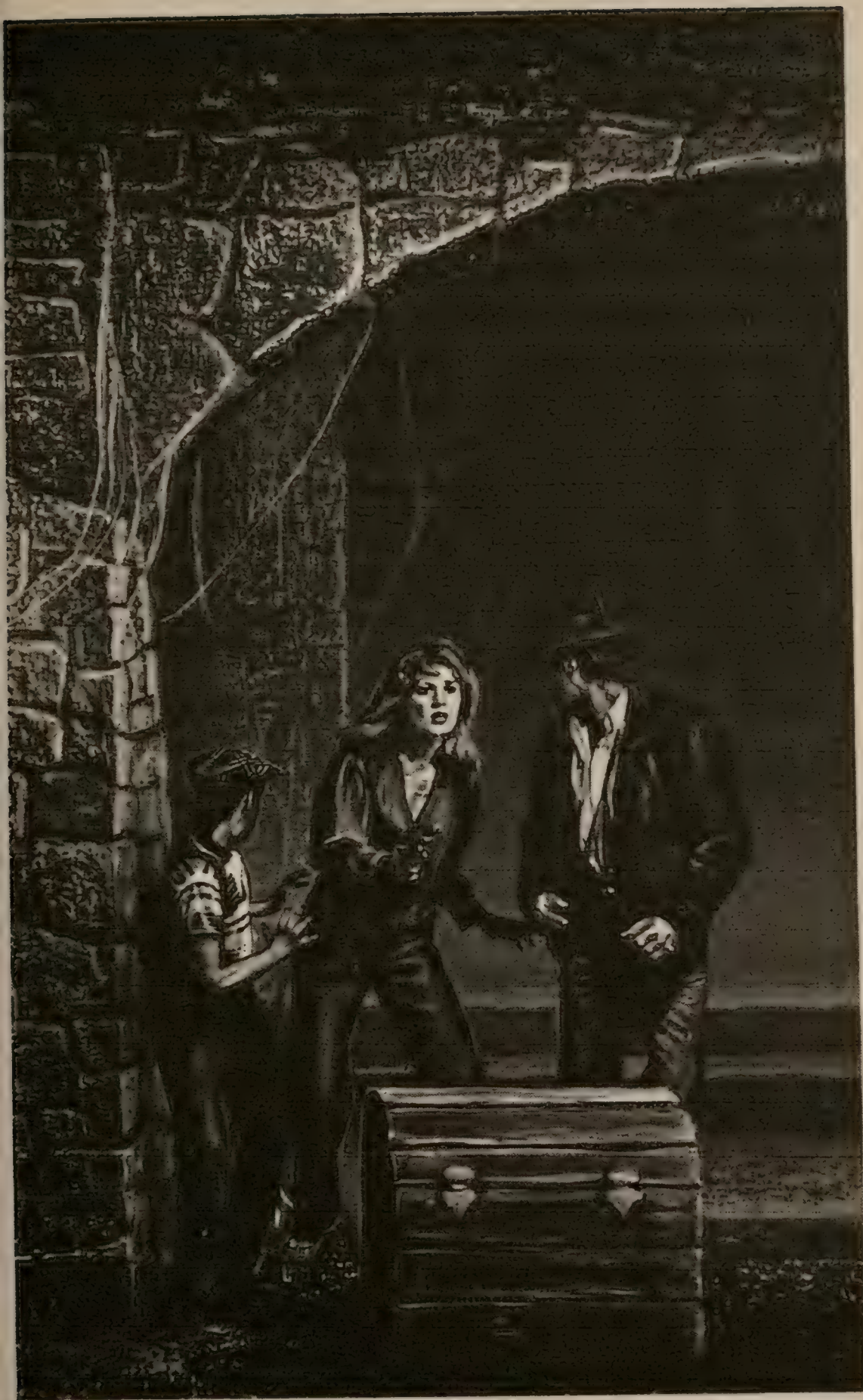
You walk into the house where your brief trial was held and make your way to the basement. There in a corner stands an old treasure chest. "Well, well," Indy says, grinning. "Billie may have told the truth about something after all."

The two of you move toward the chest, eager to open it and view the ancient treasure.

"Not so fast. That treasure is mine!"

You spin around to see Billie, her green eyes blazing, a pistol in her hand.

.....
Turn to page 90.



You look back to see how close the gigantic, fur-covered creatures are—

—and all three of you topple into a deep pit, a deadly trap in which pointed spikes await you at the bottom.

It could be said that you're in *deep* trouble. But it isn't necessary to say it. You get the point!

Sad to say, your life expectancy has *dropped* sharply. This adventure on Howling Island has reached...

THE END

As the wall begins to crumble beneath you, Indy snaps his whip around a high tree branch. "Let's go for a ride," he says. He grabs Billie and then you and swings away...just as the wall of skulls crumbles and falls with a thunderous rumbling roar.

"Aaaaaiiii!"

You see McCray fall to his death.

You clutch the tree. The three of you are safe. The apes screech and run in confusion. You realize that the howling, the dreadful, eerie howling, has stopped at last.

The wall lies in rubble beneath you.

"That was a short ride, but a good one," Indy says, breathing a sigh of relief. "Let's get down."

You climb down. You've never been so glad to be on solid ground. At the same moment, you and Billie see something sparkling on the ground.

"Jewels!" she cries. "Gold coins! Emeralds! Diamonds!"

"Guess there was a treasure after all," Indy says, scratching his head. "It must have been hidden inside the wall."

The treasure is now scattered all over the skull-strewn ground.

"I'm rich! I'm *rich*!" Billie cries. She runs forward, stepping on the fallen skulls, and begins to pick up handfuls of the sparkling jewels.

.....
Turn to page 68.

More than a dozen apes screech out their displeasure and move forward to grab Billie. Indy pulls his bullwhip off his shoulder and runs to save her—

—but he is too late.

The apes crush her beneath their enormous weight, then walk away. They stand at the edge of the fallen skulls and stare at you, waiting to see what you will do.

“Just turn around,” Indy says, his voice shaking from what you have just seen. “Turn around, kid, and walk away.”

You do as Indy says.

“I’ve got a strong hunch these apes have been guarding the treasure for generations,” says Indy. “Some strange animal instinct must hold them here, year after year, to protect it.” He shakes his head. “We’ll never know why, that’s for sure.”

THE END

The speedboat carrying Billie sputters and stalls, and then the motor kicks in.

Can you jump fast enough—and far enough—to land in the boat before it speeds away from the dock?

It's all a matter of luck!

.....

Flip a coin.
If it comes up heads, turn to page 108.
If it comes up tails, turn to page 17.

"McCray, what a pleasure to see you again," Indy says sarcastically.

McCray's narrow, mustached face twists into a sneer of distaste. "A pleasure to see you again, Jones," he says slowly. "A pleasure to see you as my prisoner, that is."

Indy makes a move toward McCray. But the two dogs bark and pull at their leashes, and Indy quickly thinks better of the idea. "What's on your twisted mind?" Indy asks McCray.

"Twisted? Twisted? I may seem twisted to those who don't understand!" McCray shouts. It doesn't take a scientist to see that he is stark, raving mad!

"I've worked long and hard here, Jones, to transform my subjects. See them? See how pleasantly they work, how human they've become?"

You look at the apes. Most of them have quietly formed a circle to watch your conversation.

"I'm impressed," Indy says. "Why don't you write it up for *Zoo News*?"

"Shut up!" McCray screams. "Now I am ready for my greatest work. I am going to transplant a human brain into the body of an ape!"

McCray puts an arm around his smiling sister. "Thank you for bringing me Indiana Jones for that purpose," he says. "Not only do I get a marvelous brain for my ape, but I also rid the world of one of my biggest rivals! Ha ha!"

.....
Turn to page 89.

About half a mile from the docks, you find the small landing field. Indy talks to a short, bald man in a worn leather jacket, pointing to the small single-engine seaplane that stands forlornly at the edge of the runway. Finally the man nods yes. Indy hands over a wad of cash. "That was easy," he says, motioning for you to follow him to the plane. "Now comes the hard part—piloting this thing!"

It turns out to be harder than you imagined. You are nervous as you take off, but Indy manages to get the small plane up before you collide with the trees at the edge of the field. Once you're in the air it's smooth flying for a while and you can relax and enjoy the view—sparkling aqua water dotted with pink and green islands.

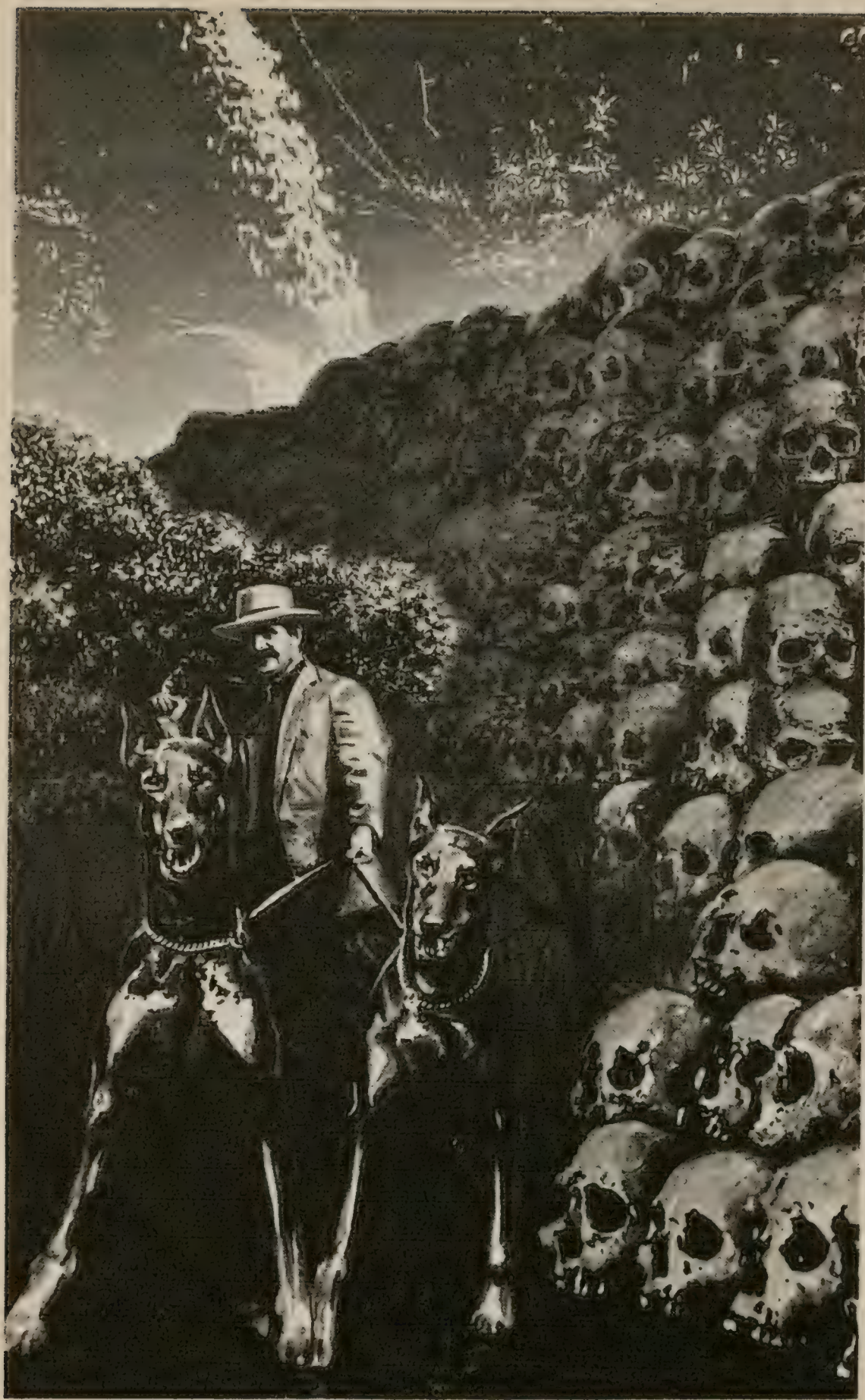
But the colors quickly turn to gray as your little plane is surrounded by thick clouds. Turbulent winds begin to toss you about. The plane dives. Indy struggles to straighten it out.

"Looks like we've run into a little storm," he says. "Look out!"

There's a burst of thunder, and a flash of white lightning tears through the thick cloud cover. You tumble off the small seat and hit your head on the side of the cockpit. Everything starts to spin.

Is it just your head? No, you quickly realize, it is the plane that is spinning, spinning and dropping through the sky....

.....
Turn to page 4.



"The howling sound—it's—it's—"

You try to continue, but the sight of this grotesque wall is too overwhelming.

Indy shakes his head and finishes the sentence. "It's made by the wind rushing through all these skulls."

"It's horrible! Horrible!" Billie cries, holding her hands over her ears.

You can't help but agree. By now the howling sounds like a hundred car alarms all going off at once.

"Indy," you say, still unable to take your eyes off the immense, howling wall, "the skulls—are they...?"

"No. Sorry to disappoint you, kid," Indy says. "But the skulls aren't human. They're ape skulls. You're looking at thousands and thousands of ape skulls."

"Very perceptive of you, Jones!" calls a man's voice.

You turn and see a tall man step out of the shadow of the wall. He's carrying a pistol and leading two large Doberman pinschers....

.....
Turn to page 95.

You swerve to the left. The tunnel widens a bit. The rain has found its way in, and you pick up your pace to keep it from extinguishing your torches.

Suddenly the tunnel opens into a small room. Moving your torches about, you see that the room is empty. You keep going, into another winding stretch of low tunnel.

The pack on your back grows heavier and heavier. You'd love to stop and rest, but you know Indy would never agree to it. You must unlock the secret of this hideaway. You *must*!

.....
Turn to page 116.

"Well, I'll be!" Indy pulls off his battered hat and scratches the back of his head. "Billie actually told the truth about something. There really is a treasure. How does it feel to be rich, kid?"

You are too stunned to answer.

The two of you manage to carry the chest up the narrow ladder to the study. Then Indy enlists the help of two giant apes, bribing them with bananas from the refrigerator, to carry the chest through the forest to the beach where the boat is stashed away.

The trip through the forest back to the beach goes a lot more quickly than your first journey through it. Even the incessant howling from the hill doesn't dampen your spirits.

You've never been happier—

—until you reach the secluded spot on the beach where you left the boat. "It's gone!" you cry.

"Billie! Of course—Billie!" Indy cries, slamming his hat to the ground. "She took the speedboat! We're stranded here!"

The dreadful howling seems to surround you. The apes drop the chest in the pink sand and hurry back to their celebration. You look out to sea. "Do you think a person can get *used* to that howling?" you ask.

"Well..." Indy says slowly, "we'll find out, kid. We'll find out!"

THE END

"Let's check out the wall first," Indy says, looking at you. "That dreadful howling is driving me crazy too."

The sun begins to set as you start your climb up the steep hill, but it still feels hot on your back. You slip in the grass and struggle to regain your footing. You try humming to yourself to drown out the howling, but you can't hear yourself over the insistent sound.

Up ahead, still too far away to see clearly, you see a wall, a long gray wall. The howling, you realize, is definitely coming from the wall. Is it haunted? Is it inhabited by howling creatures?

A few minutes later the high wall comes into focus.

"Oh, my lord!" you cry out. A cold shudder runs down your body. Your knees feel weak.

The wall is built out of skulls...hundreds and hundreds of them!

.....
Go on to page 77 .

"They're not human," Indy says, sounding a little shaky himself. He puts a hand on your shoulder to help steady you. "They're ape skulls. But don't ask me what apes are doing on this island!"

"I can answer that," Billie says, surveying the grotesque wall. As she speaks, you realize that the howling sound is caused by the wind blowing through the skulls. "Hundreds of apes were brought to this island years ago to guard some sort of treasure. I think McCray has found the treasure, and that's why he was so desperate to keep me off the island."

Just then you hear a sound behind you. "Look out!" you scream. Four gigantic, dark shapes are lumbering across the grass toward you. "Giant apes!"

"Let's get moving—up the wall!" Indy yells. "They're not coming to welcome us!"

You look up the hideous wall. You're not too eager to climb it. "Maybe we can run around it," you suggest.

Decide quickly which is the best escape route...

.....
Climb the wall? Turn to page 3.

Run around the wall? Turn to page 104.

After nearly an hour's preparation, during which the large captain seems to spend most of the time shaking his head and trying to wake up, the engine finally spurts to life, and you set sail. The wind is chilly, and the small boat begins to rock as the waves become choppy.

You look up to see the stars, but the sky is covered in clouds. Every once in a while, a pale moon slips out of the darkness and then disappears again.

Indy stands beside the captain. They both stare out to sea. It is silent on the boat, except for the constant whoosh and toss of the black waves beneath you.

The rhythm of the boat eventually lulls you. You drift off to sleep. You dream that you are in your safe, warm bed back home.

You awaken at dawn. Every part of your body aches. Your nose is cold. You shudder and try to stand up. The sky is still gray.

"Hey, kid, come here," Indy calls. Has he been up all night?

You walk over to him, and the captain, his face weary, points happily at the horizon. Up ahead, in the gray morning mist, you see a large, flat island.

"Howling Island!" Indy says with a grim smile. "Let's take a look at this vacation paradise!"

.....

Turn to page 96

"I've got to rescue him," Billie says, still gripping Indy's arm. "Will you help me? Will you?"

There is a long silence. Indy looks at you, then back to Billie. "I guess," he says finally. He shoves the last of his tuna fish sandwich into his mouth.

Billie stand up suddenly. "Thank you, Mr. Jones. Meet me at the dock tomorrow morning. I'll have a boat ready." She walks quickly out of the café.

Indy stares at the dark doorway for a long time. Finally he turns to you. "Sorry to drag you into this, kid," he says, scowling. "My problem—besides you—is that I just can't figure out whether to buy her story or not."

"Why didn't she go to the island police?" you ask.

"Good question," Indy says. "Very good question. Her story just doesn't ring true. Maybe you and I should go check out Howling Island *without* her."

"But she did seem really upset and scared," you say. "She could have been telling the truth."

Both of you realize you have a big decision to make. Should you go along with Billie or not?

.....
Will you go with Billie to the island? Turn to page 12.

Do you prefer to check out Howling Island without her? Turn to page 99.

"Okay, kid. You may be right this time," Indy agrees, looking up at the fierce, glaring faces of your two foes. "The only problem is..."

He doesn't have to finish the sentence. The two of you are thinking the same thing at the same time. There is only one exit from the chamber—and it is *behind* the apes!

"We've gotta make an end run around them," Indy says. "If we're fast enough, we can score a touchdown."

"And if we're not—" you begin, but decide not to finish it.

"You run right. I'll run left," Indy says. "Run wide—and run fast. At the count of three..."

For a moment you feel as if your legs are frozen, rooted to the floor. Will you be able to run? Will you be able to move at all?

"One...two...*three!*" Indy calls.

An ape lunges at you as you begin your mad dash. He grabs at empty air. You run right, Indy to the left. You run past the second ape, who grunts in surprise as you speed past. The ape spins around, off balance. You are almost to the door—

—when the first ape grabs you from behind!

.....
Turn to page 44.

You run into the lighted room—and stop. You stop so fast that you bump into Indy, nearly sending him sprawling on the floor.

“Welcome to Monkeyland,” Indy says grimly. “We’re not alone here.”

You are surrounded by hundreds of giant apes.

You have run right into their living quarters.

“I think our odds were a little better back in the *first* room,” Indy says.

Indy’s right. The apes are about to go ape. It’s their job, after all. You’ve run fast and well—but you’ve run right into...

THE END

You and Indy turn and begin to run. But the hill is a lot steeper than it seemed when you were climbing it. You stumble, fall, and begin to roll down the grassy slope, faster and faster.

The dogs are barking wildly now as they chase after you. But the footing is treacherous for them, too. One of them falls forward. The other crashes into him. This seems to anger the first dog. He yelps and then begins to attack his companion. They roll around in the grass, snapping and pawing at each other.

"Laurel! Hardy!" you hear McCray screaming from the top of the hill.

You regain your feet and continue to run. The tall grass is wet, and your pants become soaked. Gunshots ring out over your head. McCray's voice seems far away.

You turn and see that the two dogs have not resumed their pursuit. "We're gonna make it!" you yell to Indy as you run at full speed.

Then you stop.

You have run into a waiting squad of giant apes....

.....
Turn to page 102.

The apes stare in silence at their fallen master. Then they raise their arms and cry out joyfully. They leap in the air and hug each other in celebration.

"Guess McCray's loyal subjects don't feel too loyal," Indy mutters, looking for Billie. She still has the pistol in her hand, but she is backing away from him along the shadows of the high fence.

"Listen—you've gotta believe me," she says as Indy advances toward her. She stumbles as she walks backward, but quickly regains her footing. "I brought you here to *stop* my brother—not to be his victim."

"Ya know what?" Indy says, his voice harsh. "I don't believe you. I don't ever plan to believe you again."

Billie ducks through the opening in the fence and disappears.

You must decide quickly—do you chase after her? Or let her go?

.....
Chase after her? Turn to page 15.

Let her go? Turn to page 109.

You swerve to the right. The tunnel begins to twist and turn. You follow it, moving quickly, trying to forget about how wet you are.

A sudden wind rushes through the tunnel. Your torches start to go out, then quickly revive. You stare straight ahead in the flickering yellow light. But you don't see anything but the tunnel walls.

"Someone is trying to hide something here," Indy says. "Maybe it's McCray. We'll keep moving till we find out."

.....
Turn to page 116.

With Billie still struggling, the speedboat sputters, stalls, then begins to move away from the dock. You follow Indy into the boat that was docked beside it.

Indy grabs at the motor and hurriedly pulls the starter cord. He pulls it again. Again.

Silence.

Not a cough.

Scowling, Indy pulls off the gasoline cap and peers into the tank.

Empty.

You watch as the boat carrying Billie disappears into the orange sun.

"They're headed in the opposite direction from Howling Island," Indy says. "I don't know where they're taking her."

"Well...we can search the islands," you suggest.

Indy informs you that there are more than seven thousand islands that form the Philippines!

"Well...thanks for the geography lesson," you say. You walk slowly back down the dock. Your adventure has barely begun, and already it has reached...

THE END

"McCray—" Indy's voice remains calm, even though the two apes are behind you, pushing you toward the pit. "McCray, forget this nonsense and give your apes a five-minute break. I'll see that you get back to the States. You need help."

McCray tosses back his head and laughs. It's an exaggerated, insane laugh. "Jones, really—I do think it's *you* who are in need of help right now!" He laughs again.

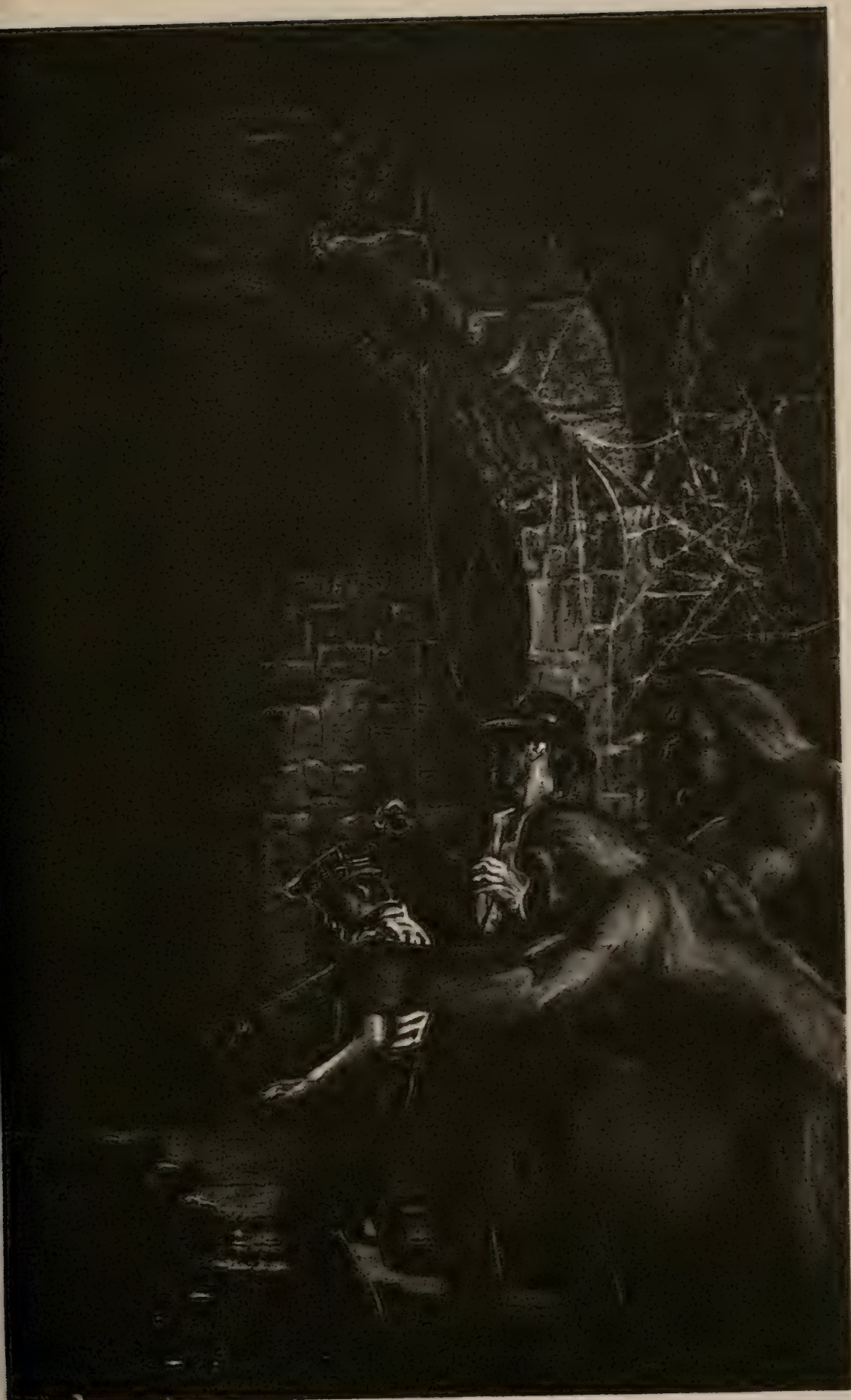
The apes push you closer and closer to the pit. Their paws feel hot against your back. Their fur smells like clothing that's been left too long on the bottom of a closet.

"The Malays used this pit as a punishment for goat thieves," McCray says. "I've always wanted the opportunity to test it—scientifically, of course. Do you suppose it really is bottomless? Let's find out."

McCray shouts out another command to the apes behind you. Suddenly they lift you and Indy in their powerful arms.

"Throw them in!" McCray commands.

.....
Turn to page 107.



"Snack time!" you yell. You toss a bunch of candy bars to the apes. The candy bars hit the floor.

The apes ignore them and keep coming.

Too late, you realize that since the candy bars are wrapped in paper, the apes don't recognize them as food.

They do, however, recognize *you* as an intruder, an intruder it's their job to demolish!

Sad to say, the candy bars did not bring this adventure to a sweet end. The apes, however, are about to make a snack of you! Better close the book. Howling Island is about to claim another howling victim.

THE END

"This sounds like a very bad horror movie to me," Indy says to McCray. You can see Indy's eyes searching for an escape route, though his expression remains neutral. He rubs his stubble of beard, and you see that one finger is pointing to your left. He wants you to run left.

"Now!" he cries.

You start to run.

"Laurel! Hardy!" McCray calls to his dogs. The dogs snarl and snap. McCray lets go of their leashes.

"Run!" Indy cries.

But the growling dogs are right at your heels. "We can't outrun them!" you cry.

.....
Turn to page 110.

She gestures to you with the pistol. "Open it. Hurry. And don't try anything."

"Don't I even get a thank-you for my Tarzan act?" Indy asks.

"Thank you," she says, gesturing again with the pistol. "Now open the chest."

Indy shrugs, walks slowly to the chest, and pulls open the heavy lid. He peers inside—and starts laughing.

"What's so funny?" Billie lowers the pistol and runs to the chest. But her reaction is not laughter. Far from it. "He tricked me!" she screams, seeing as you do that the chest is completely empty. "He kept me on this disgusting island, working for him for *months* by promising me half of this! Half of *nothing*! I can't stand it!" Billie is so enraged, you think she'll throw herself against the wall.

Indy pulls you toward the door. "Come on, kid," he says, smiling. "What do you say you and me get out of here—quick—and do a little fishing?"

THE END

"We need a starting point," Indy says impatiently. "We can't just go trudging through the jungle."

Billie throws up her hands. "Okay, okay," she says, her eyes on the trees beyond the beach. "I'll take you to my excavation. But I still think it's a waste of time."

Indy just shrugs in reply. You follow her into the trees. Tall weeds give way to thick underbrush which is soon shadowed by tangled, overhanging tree limbs. The howling never ceases. In fact, it grows louder as you walk deeper into the jungle.

You swat at a mosquito. Too late. Your back begins to itch. Your shirt becomes drenched with sweat. You begin to hum loudly, trying to drown out the eerie, terrifying howls which now sound as if they're coming at you from all sides....

.....
Go on to page 92.

"You picked a pretty secluded spot for your dig," Indy says to Billie as he struggles to keep up with her.

"We had to dig where the artifacts were," Billie replies sharply. She quickens her pace, as if trying to run away from you and Indy.

The howling grows louder as the wind picks up.

The trees and tall grasses begin to rustle. But wait—grasses don't make *that* much noise.

You turn around. You see them first. You open your mouth to speak, to warn Indy and Billie. But no sound comes out.

You gasp. You take a deep breath and try again.

"*Look out!*" you finally manage to shout.

Finally Billie and Indy turn around.

Finally they see the two gigantic creatures that are lumbering over the tall grasses toward you. The two creatures are at least eight feet tall, and they are snarling and baring their teeth in a most unfriendly manner!

.....
Turn to page 59.

"No sense running, kid," Indy says with a frown, "when you don't know where to run." You can see that he is determined to fight the two giant creatures. You duck down behind one of the tarps. You close your eyes. You can't bear to watch. Then you open them again. You can't bear *not* to watch.

Besides, Indy might need your help.

The two apes begin to circle Indy slowly, closing in at the same time. Indy cracks the bullwhip over one of them. It doesn't seem to faze the snarling ape. Indy lashes out again with the bullwhip, this time bringing it down across the animal's broad shoulder. The ape ignores Indy's attack.

Suddenly the second ape thrusts out a powerful paw—and pulls the whip from Indy's grasp. You cry out as the ape tosses Indy's only weapon aside.

Now what??

.....
Go on to page 94.

You look for something, *anything*, you can throw to Indy for a weapon. But you see nothing.

Indy is looking from side to side, too, as the apes, growling out their pleasure in the battle, close in on him. Indy looks up and stares at the ceiling. What can he be thinking of?

You don't have to wonder about it for long. Indy crouches down low, then leaps up—

—and grabs one of the support beams on the low ceiling.

The apes rush at him.

Indy swings himself back, then forward. He straightens his legs and tries to kick both apes at once. The startled apes drop back. Indy misses.

"Aaaaiii!" he screams as his hands lose their grip on the ceiling beam. The apes stand and watch in astonishment as Indy falls. His head hits the hard floor with a loud *craaaack*!

He is out cold.

And now the apes turn away from Indy and begin to move toward *you*....

.....
Turn to page 45.

The man smiles, revealing perfect white teeth. Everything seems perfect about him: his carefully clipped black mustache, his neatly combed, wavy black hair, his well-tailored gray wool suit. Only his eyes, wide eyes with tiny black irises, reveal that he may not be a figure of serenity and calm perfection.

His eyes—and the pistol and the dogs. The two pinschers growl and pull eagerly at their leashes. "Laurel, Hardy—easy. Easy!" he says. "Your turn will come."

"McCray!" Indy yells over the barking of the two dogs. "What are you doing here with these apes?"

But Dr. McCray ignores Indy and stares at Billie. A wide grin forms under his perfect mustache. "Well, well," he says slowly, with great pleasure. "So you decided to come back, Sis."

"Sis?!" you cry out in surprise.

Indy's anger flares. He turns to Billie. "You're his sister? You lied to us! Quite a story you made up."

"No!" Billie cries. "I didn't exactly lie. I told you my brother was still here. I just didn't tell you that McCray is my brother. I had to get you here somehow. I hoped you could stop him, stop his foolish experiments!"

"*Foolish experiments?!* " The words throw McCray into a rage. He lets go of the Dobermans' leashes....

.....
Turn to page 115.

You step out onto a narrow, pink sand beach. There is no sign of any human inhabitants. You pick up a large white conch shell and hold it up to your ear.

"Hear anything, kid?" Indy asks, shielding his eyes from the morning sun and surveying the long, empty beach.

"No," you say, "only the captain." Loud snores are coming from the boat.

"Let's head into the trees over there," Indy says. "Maybe there's a village or something beyond them. We've got to find someone to point us in McCray's direction."

"I hope we find him—before he finds us!" you say. A few moments later you are walking through a dense tangle of tropical foliage.

"Hey!" you cry. "What's that sound up above us?"

.....
Turn to page 7.

"You okay, kid?" Indy asks, standing up from his ape crouch and dusting off his dirt-caked trousers.

"Sure, I'm okay," you say. "A little confused, but—"

"Then let's get going," Indy says, walking quickly toward the doorway. "Let's get to the seaplane. I think the authorities back in Manila will be very interested to learn about this smuggling operation. And... we have some bad news to deliver to our friend Billie."

"Why don't you deliver it to me *now*?" calls a woman's voice from the door. Billie steps into the room....

.....
Turn to page 22.

Billie stops and looks up. "It's some kind of wall," she says with a shudder. "The howling seems to come from there. It might be a good place to start searching for McCray."

"Maybe we could shut off that horrible howling!" you yell.

"Or we could try to find the headquarters McCray built," Billie says, ignoring you. "I think it's nearby. Which will it be?"

"Hey—don't tell me you're going to let *me* make a decision!" Indy says.

Someone has to decide where to search for McCray—at the wall or at the headquarters near it?

.....

The wall? Turn to page 76.

The headquarters? Turn to page 53.

"There are just too many holes in the woman's story," Indy says, scratching his stubble of beard thoughtfully. "And I also wonder why I never heard of her expedition. I keep up on things, ya know. I don't spend *all* my time in the jungle."

"Then we'll go to Howling Island by ourselves?" you ask, surprised to hear a little fear creep into your voice.

"Yeah...we'll go do a little exploring on our own," Indy says. "There might even be some good fishing over there."

You step out of the dingy café and take a look at the town. There isn't much to see—ramshackle wooden buildings with the gutters falling off, a deserted Western Union office, another café that looks just as dingy.

"We could hire someone with a boat to take us to the island," says Indy. "It might be helpful to have a guide—after all, we don't know our way around the islands too well. On the other hand, a seaplane would be much faster, even though we'd have to pilot it ourselves." He looks around. "I could swear I saw a landing strip nearby...."

.....
Which do you choose?

A boat with a guide? Turn to page 112.

A seaplane? Turn to page 71.

"McCray, what happened to you?" Indy says quietly, pulling himself up to his feet. "You were a brilliant scientist. How can you turn your back on science this way?"

"Science? Science?!" McCray eyes flash and his face turns bright red. "Jones, while you spend your life digging up old rubbish from the dirt, I'm becoming a millionaire!"

"But listen, McCray, if—"

"Shut up, Jones," McCray interrupts heatedly. "You want science? I'll show you some very intriguing science. And I'll even let you study it close up! Ha ha!"

McCray cries out an order to the two apes. They step forward obediently to a large canvas tarp that lies on the floor against the far wall. At another command, the apes reach down and pull away the tarp.

Beneath the tarp, a deep hole has been dug out of the earthen floor. "Step forward, you two," McCray says, gesturing with his pistol. "Jones, as a scientist, I'm sure you'll want to explore every inch of this."

"What—what is it?" you stammer.

McCray grins beneath his thin mustache. "It's a bottomless torture pit, built by the Malays three centuries ago!"

.....
Turn to page 86.

The seaplane sputters and coughs, but Indy manages to get it airborne. Howling Island becomes a dot of green and brown beneath you as the little plane climbs into a bright, cloudless sky.

Billie sits in the back, staring out of the window without really seeing. Her eyes are red-rimmed and filled with tears. Indy has told her the fate of her brother.

"There's one thing I still don't understand," you tell Indy.

"What's that, kid?" asks Indy, his eyes on the controls.

"How did you get the apes to go after McCray? What were you doing down on the floor?"

Indy chuckles. "Well...I've always been good with languages. When I was in Kenya with Dr. Ravensworth a few summers ago, I learned a little ape. Sort of picked it up naturally, you might say."

"And what did you tell the apes?" you ask, still not believing this one.

"Oh, nothing too clever. I just told them if they got rid of McCray, they could go outside and play!"

You look down. Howling Island is a tiny green blur surrounded by aqua water. You smile. As islands go, it wasn't much. But you know this was a vacation you will never forget!

THE END

To your surprise, the apes treat you quite gently. They pick you up in their strong arms and carry you over their heads, grunting and muttering to each other. Their giant hands feel sticky and warm.

"I guess this beats walking," Indy calls to you.

The apes carry you back up the hill where a wild-eyed, screaming McCray awaits.

The wind swirls. The howling of the wall grows louder.

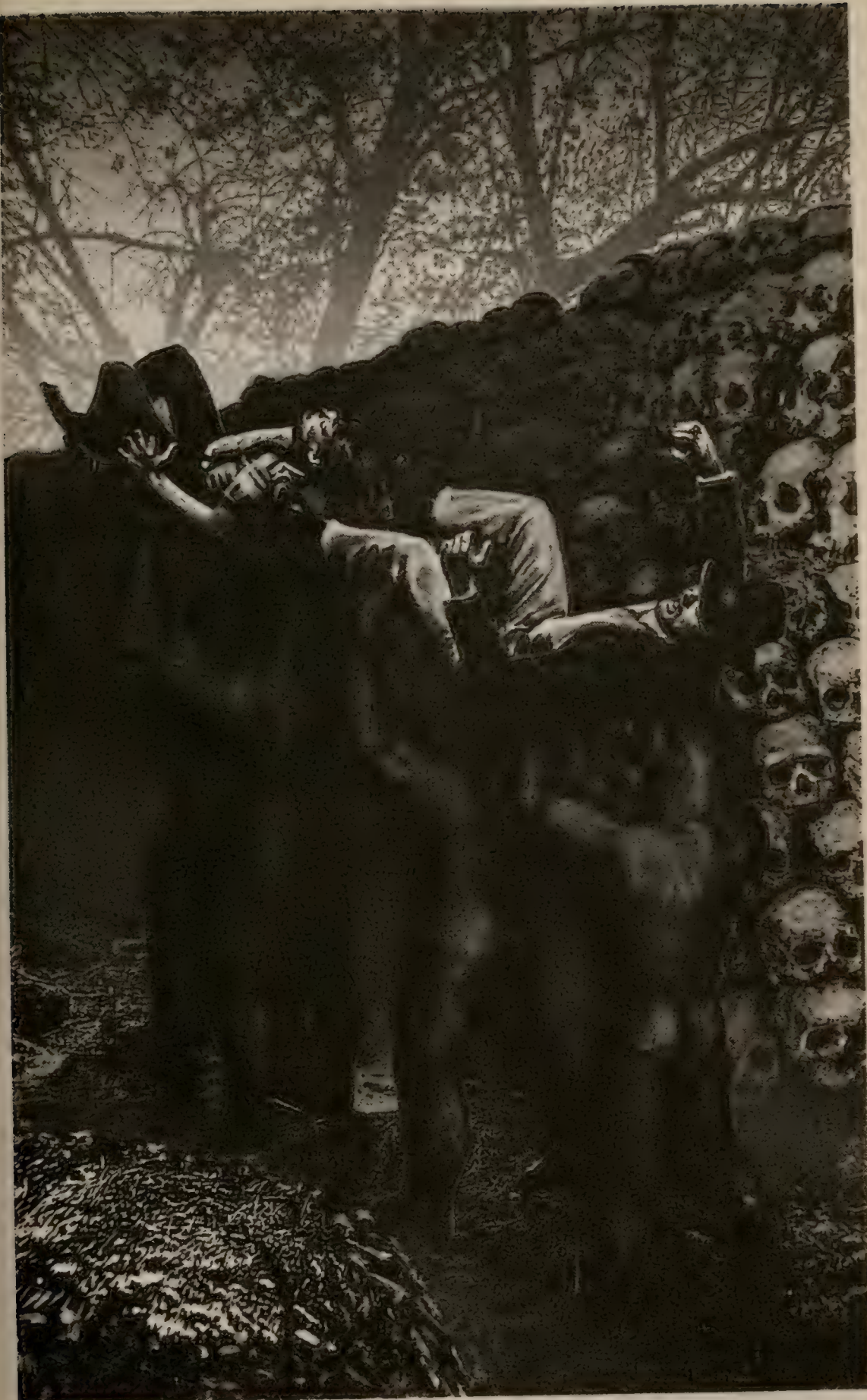
"Foolish experiments!" McCray screams over the howl. "You dare to call my experiments foolish!" He waves his pistol in the air.

McCray seems to be off in his own angry world. "In only two years, I have built a civilization on this island!" he screams. "A civilization where there was none before. A civilization of apes! These apes are my subjects, my slaves. Thanks to me, they have laws, they have rules, they have a purpose in life!"

"I'm sure they're real grateful," Indy mutters. You turn around and see that the apes have bowed their heads reverently as McCray rants and raves.

"Soon the whole world will know of my techniques!" McCray yells. "They will know of my experiments in deprivation—how I deprived these creatures of their normal food and of anything apelike, how I trained them to become like humans, to carry out my every command!"

.....
Turn to page 105.



"Get a move on!" Indy cries. "The big monkeys can really *run*!"

All three of you begin to run along the wall. The ground is bumpy, and you find it hard to go at top speed.

"Ouch!" you cry out as your boot gets caught in a rut and you twist your ankle.

"Keep moving! Keep moving!" Indy stays with you, running at your speed, yelling encouragement.

"They're gaining on us!" Billie yells, a few yards ahead of you. "What should we do?"

"Don't look back!" Indy suggests.

You slip again and drop to the ground. Indy stops to help you to your feet. Every step you take sends a stab of pain up your left leg, but you keep running.

The apes are right behind you now...

.....
Turn to page 66.

"Very impressive," Indy tells McCray. "Maybe you'd like us to go home and tell everyone about the marvelous work you've been doing here."

"*Quiet!*" McCray screams. The apes raise their heads. They grow tense, reacting to his sudden anger.

"Oh, *you* be quiet!" Billie shouts at her brother. She turns to Indy. "He has a fortune in treasure here. It's from a Spanish galleon that grounded on this island over a hundred years ago. But he's wasting it all. He's throwing it all away on these stupid apes!"

"*Stupid apes?!* " McCray screams. "The apes are the *future!* The apes are the hope of us all!" He begins to scream crazily, his eyes rolling in his head. "You'll never get that treasure!" he screams at Billie, his face an angry scarlet. "*Never! Never!*"

"This seems to be a sensitive subject with him," Indy whispers to Billie. "Perhaps we should let it drop?"

She gives him an impatient frown.

"He's *nuts!*" you whisper to Indy.

"I'll say," Indy mutters.

"You have dared to look upon the sacred wall," McCray rants. "You have insulted the apes by your presence!" He aims the pistol at you. "You will be tried for trespassing upon holy ground by a jury of apes...and then you will *die!*"

.....
Turn to page 14.

"Those are the biggest apes I've ever seen!" you yell, looking desperately for a safe place to hide. "They must be eight feet tall!"

"I don't think they'll stand still and let us measure 'em," Indy says as the snarling animals approach. "So I'll just agree with you."

The apes raise up on their legs, waving their massive brown arms in the air.

"They're getting ready to attack," Indy says. "They must be the guards of this treasure house." He slips the bullwhip off his shoulder. "Don't worry, kid. I can handle 'em... I *think*!"

Bullwhip in hand, Indy takes a step toward the giant creatures.

"Indy, wait!" you yell from behind a canvas tarp. "Let's run! Let's just get *outta* here!"

Which will it be—fight or run? You'd better decide *fast*!

.....
Fight? Turn to page 93.

Run? Turn to page 80.

You flail your arms and kick out at your hairy captor, but he has a firm grip on you. You look over to Indy as he drives an elbow into his ape's belly. With a loud "Ooof!" the animal recoils, gasping for air.

Indy leaps out of the ape's grasp.

"Pick him up! Pick him up! Toss him in the pit!" McCray screams wildly.

Suddenly Indy squats down on the floor. He begins to hop around, making strange gestures with his hands and arms. He chatters like an ape.

You can't believe your eyes. He's acting just like an ape!

Has Indy lost his mind??

.....
Turn to page 48.

SPLAAAAAAAAASSH!

THE END

“Let her go,” Indy says as you start to climb through the fence after Billie. “We’ve defeated McCray and freed his apes. There’s no reason to chase across the island after her!”

McCray is still unconscious in the center of the courtyard. Meanwhile, his former subjects are busily tearing apart their huts, pulling down the fence, and tromping over the once beautiful gardens. “Let’s go take a look in the house before they start to tear that down too,” Indy suggests.

You make your way through the gleeful celebrants and begin to explore the house that was McCray’s home and laboratory. In a book-lined room that served as a study, Indy pulls a small tan and gray area rug off the floor. There is a trapdoor underneath. “I don’t know. I just had a hunch,” he says, a smile slowly crossing his stubbled face for the first time since you arrived on Howling Island.

You hold the trap door open as Indy climbs down a narrow metal ladder. Then you slowly make your way down after him.

Indy lights a match. You are in a small chamber. In the corner stands a large chest. Without saying a word, the two of you tiptoe over to the chest. Indy pulls open the lid. He holds the match up to the open chest.

Inside is a fortune in jewels and gold coins!

.....
Turn to page 75.

The dogs, snarling viciously, are at your heels. You spin around suddenly, which startles them. You reach into your backpack—

—and pull out a handful of dried beef sticks! You toss them as far as you can.

The two pinschers follow the course of the beef sticks as they bounce across the courtyard. Then they bound off after the tasty treats.

"Nice goin', kid," Indy says. He pulls his bullwhip off his shoulder.

"You're still not going anywhere, Jones," McCray says confidently.

Indy reaches up and lashes a branch of an overhead palm tree with his whip. He pulls on the branch. Coconuts tumble from the tree and onto McCray. You hear a loud thud as one lands on his head.

McCray crumbles to the ground, dazed.

You look over at the wide circle of chattering apes.

Are they going to attack you??

.....
Turn to page 83.



"There are thousands of islands down here," you say, remembering your geography. "It might be really easy to get lost."

"You're right, kid," Indy says, pulling the brim of his hat down to shield his eyes from the lowering afternoon sky. "Let's go find us a boat."

You walk quickly through the deserted town to the docks, where a few fishing boats are preparing to set sail. Near the end of the dock, you find a captain sleeping in a tilted-back wooden folding chair, wearing a tattered old British admiral's jacket.

Indy pokes him in the ribs. He snorts, opens his eyes, and gapes at you in surprise. "We'd like to go on a cruise," Indy says.

The captain gestures by putting his fingers up to his lips.

"Great. He can't speak English," Indy says. He leans over the still groggy boat captain, pointing to the boat and then to the two of you. The captain seems to understand Indy's sign language and nods his head repeatedly.

"Howling Island," Indy tells him, pointing out to the water. "Howling Island."

The captain nods again and struggles to his feet. He is a huge man, and his stomach bulges against his jacket, which is much too small for him. He lumbers onto the little boat and gestures for you to follow.

.....
Turn to page 78.

"Okay, okay," Indy says, throwing up his hands in surrender. "This is your ballgame. We'll go find McCray first. Lead the way."

You walk over the sand. Soon you are making your way through tall green grass that blows from one side to another in the wind. As you walk, the howling grows louder until it surrounds you, drawing you deeper and deeper into the island.

The tall grass soon gives way to tufted underbrush and a thick tangle of low trees. Billie seems to know exactly where she's headed in this shadowy tropical forest, and you do your best to keep up with her. All the while, the eerie howling becomes louder.

Suddenly the forest ends at the bottom of a steeply sloping hill. "What's that at the top of the hill?" Indy asks, pointing up.

.....
Turn to page 98.

You lean forward to shake hands with a beaming Indy—and the plane seems to lean forward too!

Startled, you quickly sit back in the small seat. The plane tilts back as you do.

"Hmmm..." Concern wrinkles Indy's brow. "We don't seem to be on solid ground, kid. Let's have a look-see."

He pushes open the door, and you are assaulted by the cold rain and even colder winds. He starts to lean out to see where you are—and the plane leans with him.

He quickly pulls back and slams the door.

"I don't believe this," he says, water flying off him as he shakes his head.

"Don't believe what?" you ask impatiently.

"We're up a tree. We've landed in the top of a tree."

"You mean we're stuck up here?" you ask.

"You catch on quick, kid," Indy replies grimly. "We're in a treetop, and we're going to stay in this treetop until somebody comes to pull us down."

When will that be? It's hard to say. It could be days, even weeks. You'd better bail out of the book now. You don't really want to wait around to see how long it takes...do you?

THE END

Indy reaches for the bullwhip on his shoulder. "No, Indy!" you yell. "Let's run!"

The two snarling dogs run at you.

"Let's just get outta here!" you yell. "It's downhill all the way!"

"Let me handle this, kid," Indy says, starting back at the approaching dogs.

Which will it be? Run? Or fight?

.....
Run? Turn to page 82.

Fight? Turn to page 61.

It seems as if you've been walking through endless tunnels and empty rooms for hours. Indy keeps pulling ahead of you, then waiting for you to catch up. You are exhausted. And to add to your misery and discomfort, you realize that you are starving!

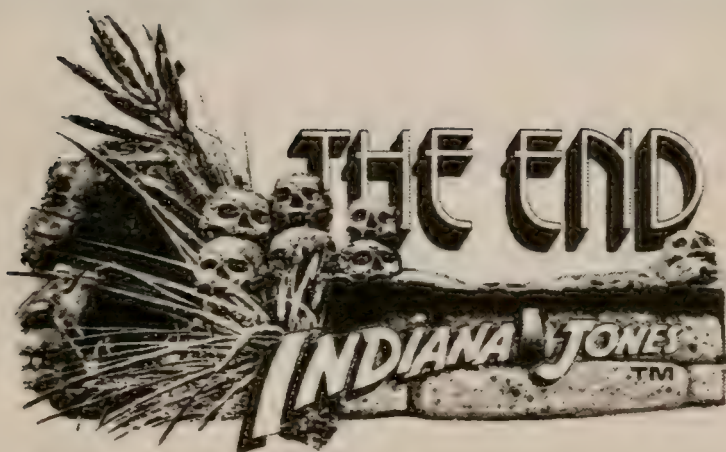
"Quite a set-up, quite a set-up," Indy keeps repeating as you move into another empty room that leads to another long, low stretch of damp tunnel. "Ya know, kid, we could probably keep wandering in this maze *forever*."

"I hope not," you say with a shudder.

The tunnel once again branches to the left and the right. Which direction will you take this time?

.....
Left? Turn to page 74.

Right? Turn to page 84.



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